

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) A pistol for a video game shooting system used by a player to enable a virtual actor to shoot at at least one virtual target, the system comprising:

a display system which can display an image of the video game shooting system incorporating the at least one virtual target, said image being representative of a viewing field of the virtual actor;

a game processing means having at least one microprocessor which is connectable to said display system to control said image of the video game shooting system on said display system; and

DI the pistol, which is connectable to said game processing means, comprises a grip supporting a frame which defines a shooting axis whose direct projection on the display system defines an impact position of a shot on said display system, said pistol further comprises a means for triggering shots on the at least one virtual target following the shooting axis, said means for triggering shoots being activated by the player to send the a shooting instruction to said game processing game means at an instant chose by the player, wherein the displacement of said shooting axis relative to the display system and the virtual actor is caused by an orientation of the frame of the pistol relative to said display system due to the player's action,

wherein the pistol further comprises an integrated means to control a movement of the viewing field of the virtual actor, enabling the player to move the virtual actor in video game shooting system and to shoot in a location and at a moment chosen by the player.

2. (Previously Presented) The pistol for a video game shooting system according to claim 1, wherein said integrated means to control said movement of the viewing field of the virtual actor comprises a multidirectional control device.

3. (Previously Presented) The pistol for a video game shooting system according to claim 2 wherein said multidirectional control device enables the player to move the virtual action in at least one of a left, right, forward and back direction.

4. (Previously Presented) The pistol for a video game shooting system according to claim 2 wherein said multidirectional control device comprises at least one of a control pad, a joystick, a trackball and a plurality of directional buttons.

5. (Previously Presented) The pistol for a video game shooting system according to claim 2 wherein the pistol further comprises a button which switches an effects of said multidirectional control device and enables a lateral movement of the virtual actor to the left or to the right.

6. (Previously Presented) The pistol for a video game shooting system according to claim 2 wherein the pistol further comprises a switching button which enables said multidirectional control device to cause a movement of the virtual actor's head.

7. (Previously Presented) The pistol for a video game shooting system according to claim 1, comprising a mechanical system with a mobile mass intended to simulate a recoil when the player is shooting.

8. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein said means for triggering shots on the at least one virtual target further comprises a trigger.

9. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein said game processing means further comprises a game console, and said display system further comprises a television set.

10. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein said game processing means further comprises a computer, and said display system further comprises a monitor.

11. (Cancelled)

D1 12. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein a projection of said shooting axis on said display system is represented by a visible cross hairs on said image of the video game shooting system.

13. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein the pistol is connectable to said game processing means.
